Abstract of the Disclosure

A Device and a Method For Processing Events and Actions

A device operating as a finite state machine and provided for processing events and actions relating to at least one object to be moved between an initial and a final state. The device comprising a processing member connected to a memory. The initial and final states are integrated into at least one event-state-action diagram defining said finite state machine. The event-state-action diagram has a matrix structure where each event-state combination forms a matrix position. Actions formed by transitions, processing actions, and timed actions, are stored at the matrix positions. The processing member is further provided for retrieving the actions and for supplying the retrieved actions to an action dispatcher in order to execute the actions. The action dispatcher comprises, for each action of said third set, an execution routine provided for controlling the execution of the action.